



AMENDMENTS TO THE CLAIMS

(PREVIOUSLY PRESENTED) A network-enabled user interface device, the device including:

at least one user interaction component of a user input resource configured for receiving user inputs, and a display controller configured for display of data;

a network interface configured for receiving, via an open protocol network, information associated with a first network service, the first network service supplied to the user based on interaction exchange of service transaction messages between a corresponding group of service objects including a model object, a view object, and a controller object associated with the first network service, the network interface configured for receiving a corresponding one of the service objects via the open protocol network based on the at least one user interaction component; and

a controller configured for executing the received one service object for providing the first network service to the user based on the exchange of the service transaction messages, the controller configured for selectively terminating the received one service object based on reception, via the network interface and the open protocol network, of a second service object for a corresponding second network service.

2. (ORIGINAL) The device of claim 1, wherein the device includes the user input resource as the at least one user interaction component, the network interface configured for receiving the controller object as the corresponding service object, the controller configured for executing the controller object by supplying, via the network interface, a first service transaction message to the model object executed remotely at a prescribed destination on the open protocol network based on a corresponding user input detected by the user input resource.

3. (ORIGINAL) The device of claim 2, wherein the device is configured for providing the first network service based solely on execution of the controller object, wherein the model object and view object are executed remotely relative to the device.

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4. (ORIGINAL) The device of claim 2, wherein the network interface is configured for receiving the model object from the open protocol network, the controller configured for executing the model object locally and redirecting the first service transaction messages generated by the controller object from the model object executed remotely to the model object executed locally, the model object outputting second service transaction messages based on the controller messages to the view object for the first network service.

5. (ORIGINAL) The device of claim 4, wherein the controller, in response to receiving a message via the network specifying a new remote model object superseding the model object executed locally, redirects the first service transaction messages generated by the controller object to the new remote model object via the network interface.

6. (ORIGINAL) The device of claim 5, wherein the first network service provides sending of instant messages to remote users.

7. (CURRENTLY AMENDED) A method in a network-enabled user interface device, the method including:

receiving, via an open protocol network, at least one service object being one of a model object, a view object, [[and]] or a controller object for a first network service;

executing the at least one service object for the first network service, by exchanging service transaction messages between the other service objects, based on a corresponding at least one user interaction component, the one user interaction component being one of a user input resource configured for receiving user inputs [[and]] or a display controller configured for display of data; and

selectively terminating the received one service object based on reception, via the open protocol network, of a second service object for a corresponding second network service.

8. (ORIGINAL) The method of claim 7, wherein the device includes the user input

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resource, the receiving step including receiving the controller object and the exchanging step including:

generating, by the controller object, the first service transaction message for the model object based on a corresponding user input detected by the user input resource, and

sending via the open protocol network the first service transaction message to the model object.

9. (ORIGINAL) The method of claim 8, wherein the executing step includes providing the first network service based solely on execution of the controller object, wherein the model object and view object are executed remotely relative to the device.

10. (ORIGINAL) The method of claim 8, wherein the receiving step further includes receiving the model object from the open protocol network, the executing step including:

redirecting the first service transaction messages generated by the controller object from the model object executed remotely to the model object executed locally, and

outputting, by the model object executed locally, second service transaction messages to the view object for the first network service based on the controller messages.

11. (ORIGINAL) The method of claim 10, wherein:

the receiving step further includes receiving a message via the network specifying a new remote model object superseding the model object executed locally;

the executing step includes redirecting the first service transaction messages to the new remote model object via the network, and terminating execution of the model object executed locally.

12. (ORIGINAL) The method of claim 11, wherein the first network service provides sending of instant messages to remote users.

13. (CURRENTLY AMENDED) An open protocol network configured for providing network services to a user, the network comprising:

a network-enabled user interface device configured for user interaction by at least one of receiving user inputs [[and]] or displaying data; and

a service node configured for configuring the network-enabled user interface device to provide a first network service, the first network service generated based on exchange of service transaction messages by associated service objects including a model object, a view object, and a controller object, the service node configured for:

(1) supplying to the network-enabled user interface device via the open protocol network at least one of the service objects based on the user interaction capabilities of the network-enabled user interface device, and

(2) transferring a selected service object via the open protocol network and between any one of the service node, the network-enabled user interface device, [[and]] or a second network node based on a prescribed condition and while maintaining a user-perceived continuous service of the first network service.

14. (ORIGINAL) The network of claim 13, wherein the network-enabled user interface device is configured for receiving the controller object from the service node, the controller object during execution by the network-enabled user interface device outputting to the model object a first service transaction message based on a corresponding user input detected by the network-enabled user interface device.

15. (ORIGINAL) The network of claim 14, wherein the service node is configured for transferring the selected service object by outputting the model object to the one node for execution, and sending a message to the controller object identifying the one node as a new destination for the controller message.

16. (CURRENTLY AMENDED) The network of claim 15, wherein at least one of the

service node [[and]] or the one node is configured for transferring the selected service operation to a second node by sending a second message to the controller object identifying the second node as a second destination for the controller message that supersedes the new destination.

17. (CURRENTLY AMENDED) The network of claim 16, wherein the model object is supplied to the second node by any one of the service node [[and]] or the one node based on a prescribed condition.

18. (ORIGINAL) The network of claim 17, wherein the first network service is an instant messaging service for transfer of messages between identified subscribers.

19. (ORIGINAL) The network of claim 13, wherein the first network service is provided to the user of the network-enabled user interface device based on execution of the view object by the network-enabled user interface device, the model object by the service node, and the controller object by the second network node.

20. (CURRENTLY AMENDED) A method in an open protocol network configured for providing network services to a user, the network comprising:

supplying a first network service to a network-enabled user interface device configured for user interaction by at least one of receiving user inputs [[and]] or displaying data, the first network service generated based on exchange of service transaction messages by associated service objects including a model object, a view object, and a controller object, the supplying step including supplying at least one of the service objects via the open protocol network based on the user interaction capabilities of the network-enabled user interface device; and

transferring a selected service object via the open protocol network and between any one of a service node, the network-enabled user interface device, [[and]] or a second network node based on a prescribed condition and while maintaining a user-perceived continuous service of the first network service.

21. (ORIGINAL) The method of claim 20, wherein the supplying step includes supplying the controller object to the network-enabled user interface device, the method further comprising outputting, by the controller object during execution by the network-enabled user interface device, a first service transaction message to the model object based on a corresponding received user input.

22. (ORIGINAL) The method of claim 21, wherein the transferring step includes transferring the model object to the one node for execution, and sending a message to the controller object identifying the one node as a new destination for the controller message.

23. (ORIGINAL) The method of claim 22, further comprising second transferring the selected service operation to a third network node by sending a second message to the controller object identifying the third network node as a second destination for the controller message that supersedes the new destination.

24. (CURRENTLY AMENDED) The method of claim 23, wherein the first and second transferring steps each include transferring the model object by any one of the service node [[and]] or the one node based on a prescribed condition.

25. (ORIGINAL) The method of claim 20, further comprising providing the network services to the user based on execution of the view object by the network-enabled user interface device, the model object by the service node, and the controller object by the second network node.

26. (ORIGINAL) The method of claim 20, wherein the supplying step includes providing instant messaging as the first network service.

27-33. (CANCELED).

34. (PREVIOUSLY PRESENTED) The method of claim 7, wherein the receiving, executing and selectively terminating each are executed by the network-enabled user interface device.

35. (CURRENTLY AMENDED) A network-enabled user interface device comprising:
at least one user interaction component, the one user interaction component being one of a user input resource configured for receiving user inputs [[and]] or a display controller configured for display of data;

means for receiving, via an open protocol network, at least one service object being one of a model object, a view object, [[and]] or a controller object for a first network service; and

means for executing the at least one service object for the first network service, by exchanging service transaction messages between the other service objects, based on the corresponding at least one user interaction component, the means for executing configured for selectively terminating the received one service object based on reception, via the open protocol network, of a second service object for a corresponding second network service.